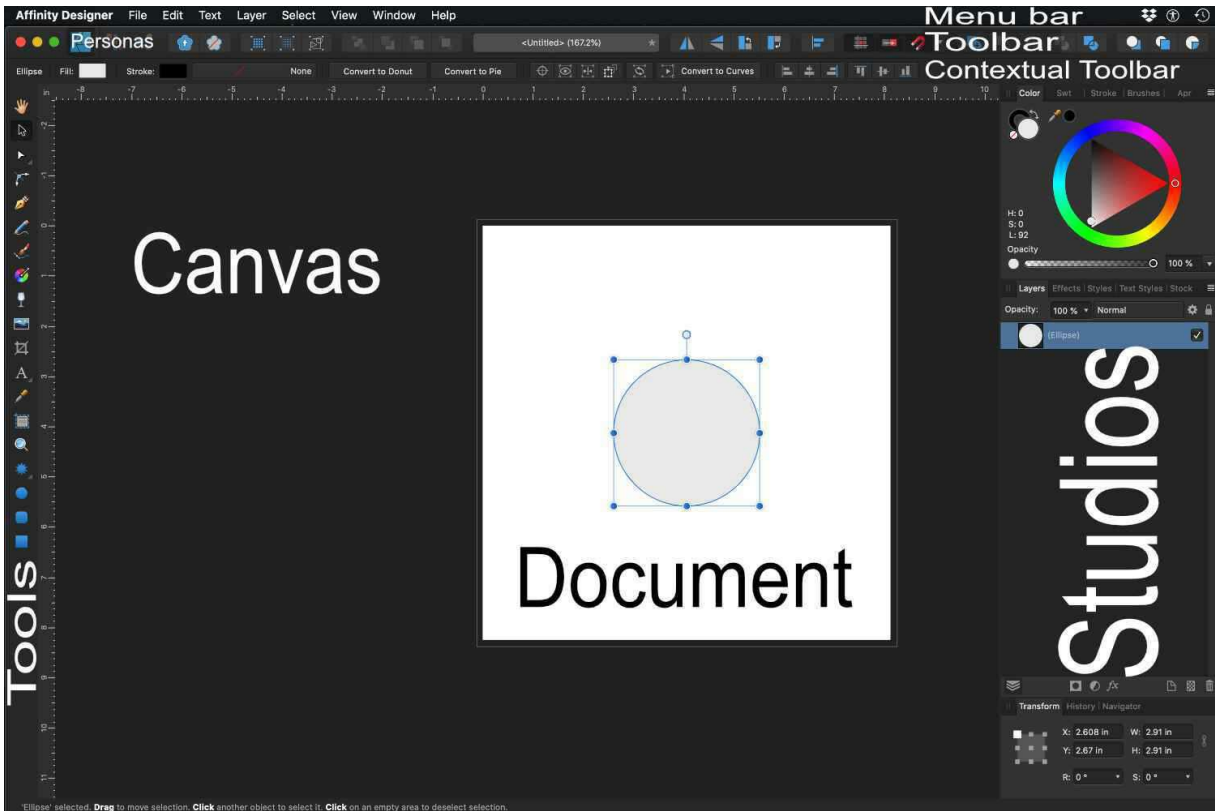


Basics 2: How Designer's Screen is Organized

Affinity Designer's screen has eight main parts to it that you need to become familiar with. We think teaching by showing is best, so we've created this graphic for you to look at and study.

By looking at this graphic, try to find all of the eight important areas of the screen:



These eight areas are:

1. Tools
2. Personas
3. Menu bar
4. Toolbar
5. Contextual Toolbar
6. Studios
7. Canvas
8. Document

As you work inside Designer's screen, you'll notice that some parts change often, and others don't. The parts of the screen that never change are:

- Menu bar
- Toolbar
- Studios
- Canvas

The parts that can change are:

- Personas*
- Tools*
- Contextual Toolbar
- Document

*When you change the Personas, they will have Persona-specific tools.

We'll walk you through a quick demonstration to show you how these parts of Designer's screen change and don't change.

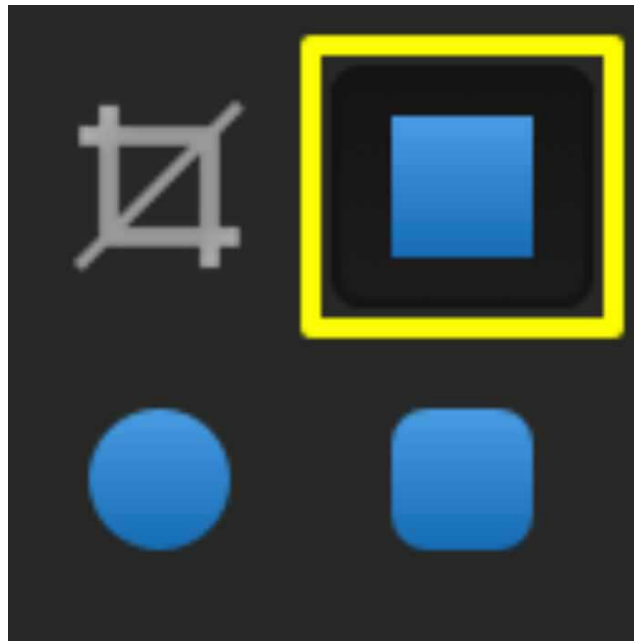
So, let's jump on in and create our first document together.

Create a **New Document** with these specifics (**Ctrl/Cmd+N** is the shortcut):

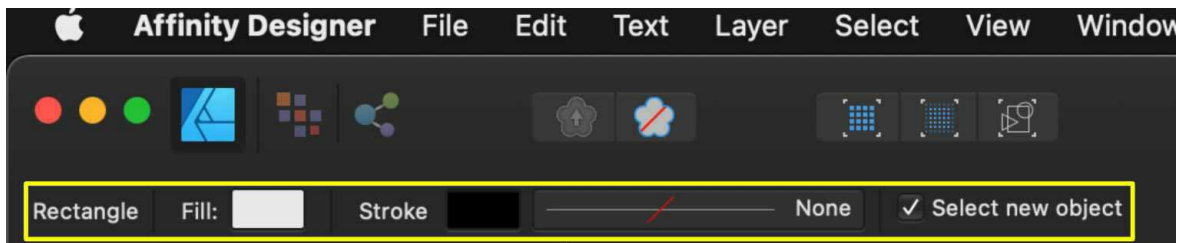
- **Web - CD Digital Release**
- **Transparent Background** (*unchecked*)

You should now have a white background square in front of you.

Click on the **Rectangle Tool** (see the yellow square). When you click on a tool and it's active, it'll have a darkened area around it which shows you it's active (look at image below).

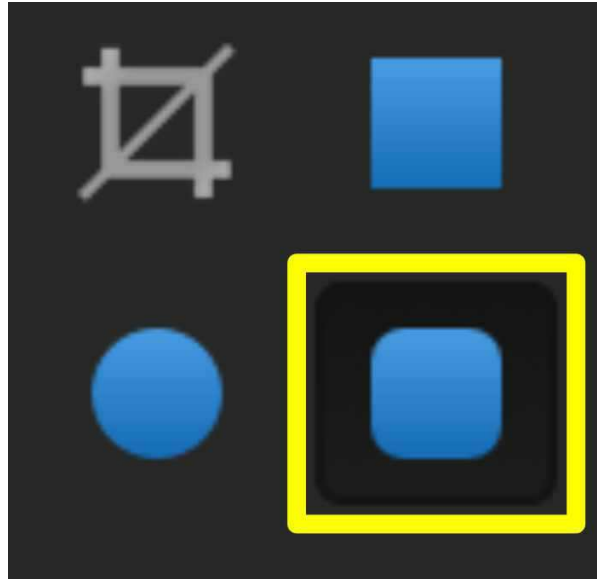


When you click on this tool, look at the Contextual Toolbar and see what options you have (see the yellow rectangle in the below image). Look also at the Menu bar and the Toolbar (these are the two horizontal line of options above the yellow rectangle).

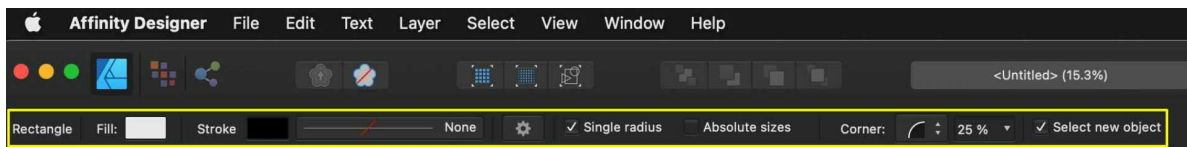


Now, we're going to click on a new tool and after we do this, look at how the Contextual Toolbar will change but the Menu bar and the Toolbar won't. This is super important for you to understand at the beginning of your experience using Affinity Designer. Every tool has its own Contextual Toolbar.

*Click now on the **Rounded Rectangle Tool** (see the yellow square in the below image) so it's active.*



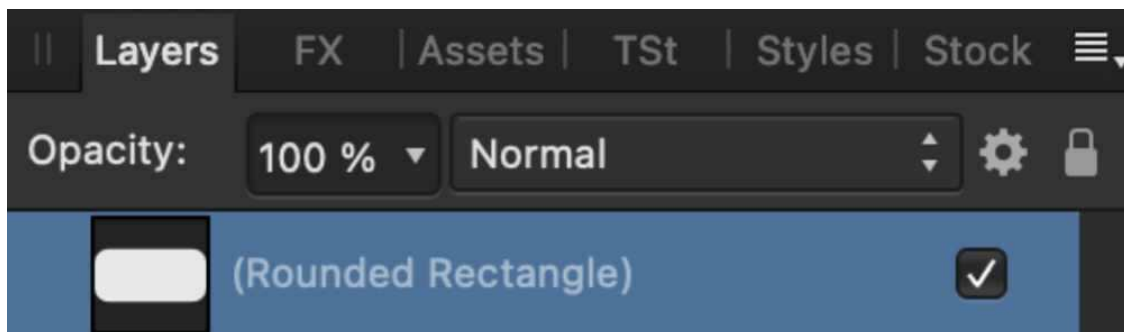
Here is its Contextual Toolbar. Sorry for its smaller size, but it has more options than the normal Rectangle Tool.



Let's now create a shape in our document.

Move your **cursor** to the white document and *click & drag* out a **rounded rectangle shape**. Try to keep it about one-third the size of the document.

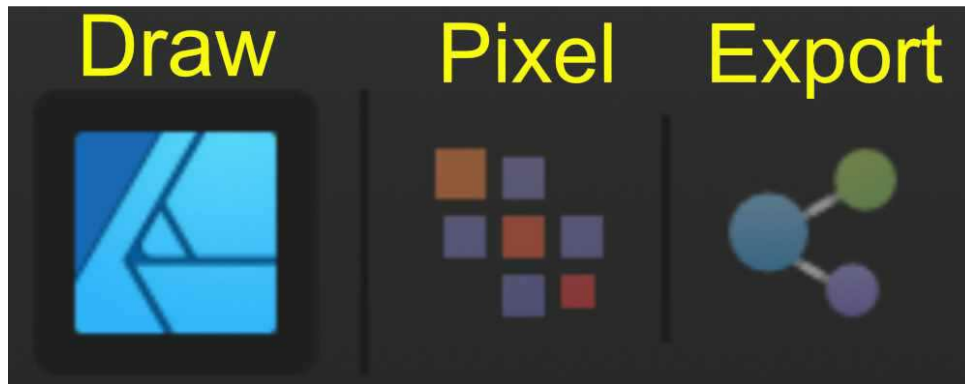
Go to **Layers Panel** in the Studios area of the screen and see how the Rounded Rectangle now has its own layer.



Great job! You've now taken your first step in the wide world of Affinity Designer. In the next lesson, we'll go into further detail about how to work with shapes in a document. It's enough for now that you know that every

shape has its own Contextual Toolbar and when you create a shape in a document, it becomes its own layer in the Layers Panel.

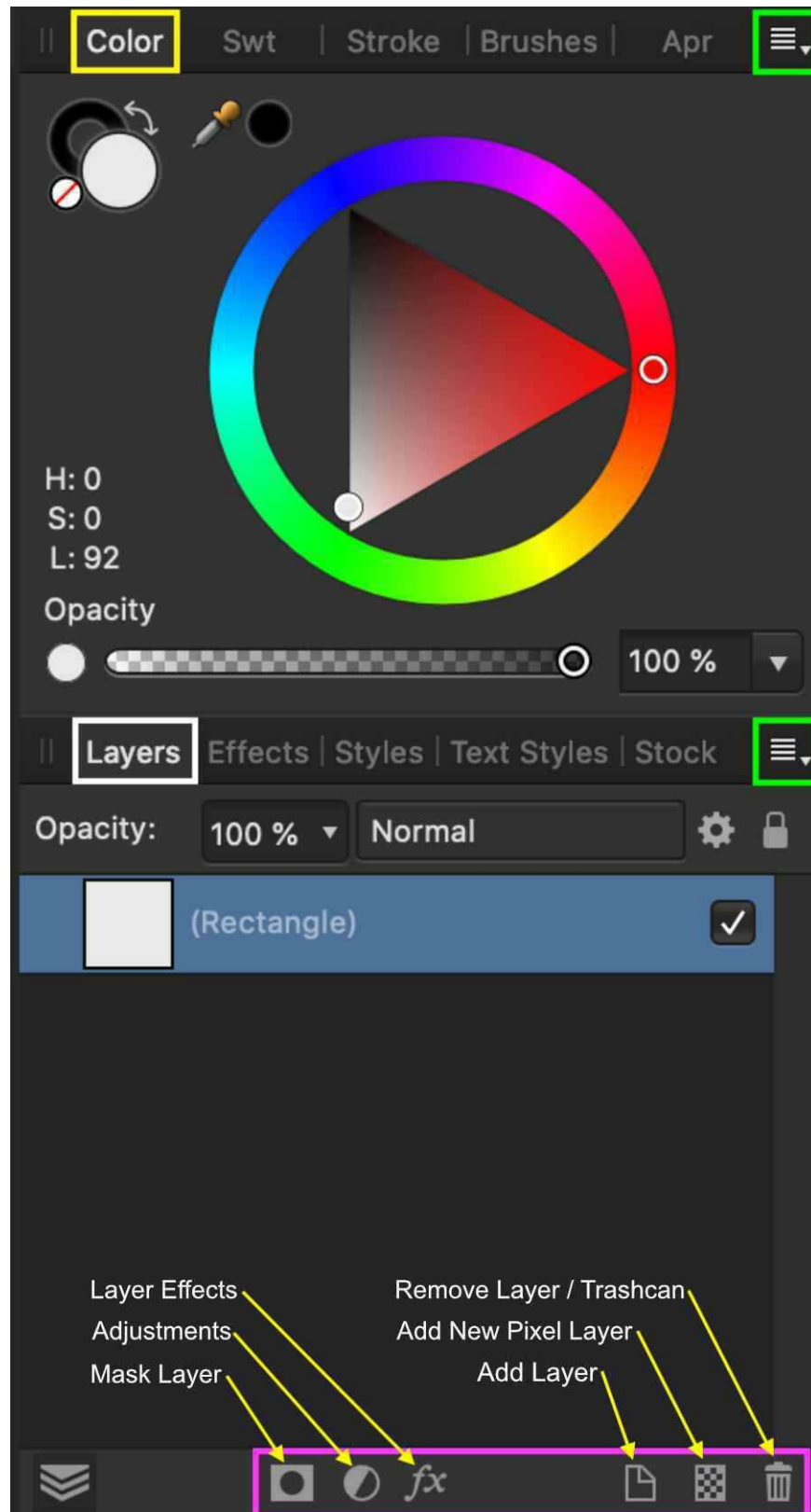
Let's now talk about the different Personas you see at the top-left area of the screen. You can think of the Personas as different workspaces. The three Personas are Draw, Pixel, Export. Currently, we are working in the Draw Persona.



As you click on the different Personas, you'll notice that the Tools on the left-side of the screen change. For this lesson, we'll stay within the Draw Persona. We just wanted you to know there are different Personas with different workspaces and tools.

Practice: Go ahead and click on the other two Personas and see what happens.

The next area of the screen you need to know about are the Studios, located vertically on the right-hand side of the screen. The most used Studios (or Panels as we normally call them) are the Colors and Layers (see the yellow & white rectangles in the below image). It's important to note that their individual menus are located to the right of their respective studios (see the green squares). As we work through this book, you'll gain a lot of experience using these panels and their respective menus. FYI: We call these menus 'burgers' because of how they look.



Check out the bottom portion of the above screenshot. These are the all-

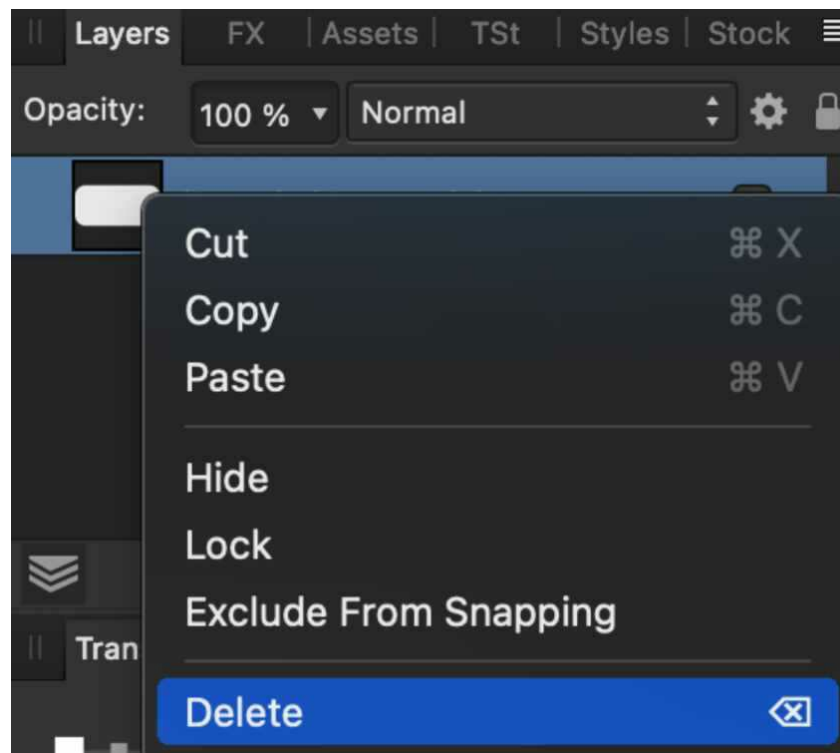
important icons you'll use to make improvements to the layers in the Layers Studio (see pink rectangle in the above image).

During the course of this book, we'll write commands like "*Click on the **Mask** icon*" or "*Click on the **Adjustments** icon and select **HSL...***". Then, you'll have to know where these icons are located and know that when you click on the Adjustments icon, for example, its pop-out window will appear with a lot of choices.

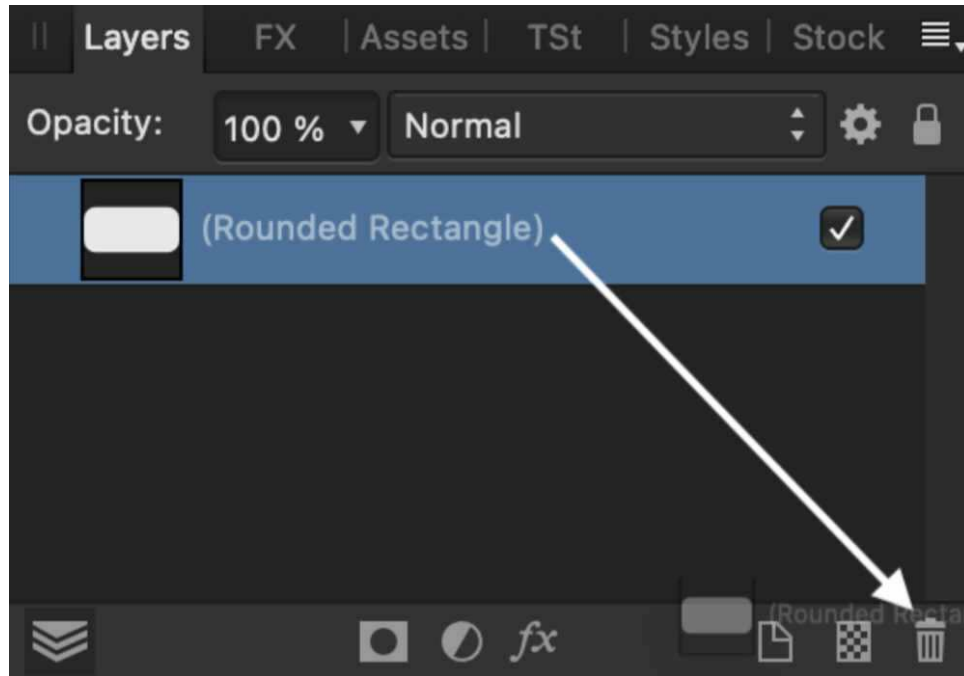
Practice: *Click on **all the icons** in this icon bar and see what happens.*

To finish this lesson, let's delete our Rounded Rectangle layer. We can do this one of two ways:

1. *Right-click on the **layer** and select **Delete**.*



2. *Click & drag the **layer** to the **Trashcan** icon (see the white arrow in the below image for this action). Notice how the layer become ethereal when it's moved.*



Done. That's about all we have to tell you about how the screen is laid out. As we progress through this book we'll go into deeper detail about the specifics of each of these eight areas of the screen. For now, it's enough that you know how the screen is organized.

Chapter Quiz:

1. What happens to the Contextual Toolbar when you click on a new Tool?
2. Where is the Layers Studio located?
3. The Colors Studio has its own menu icon. Where is this icon located?
4. What layer is affected when you click on the Adjustments icon?
5. Which Persona is the most-used Persona in Designer?

Answers:

1. The Contextual Toolbar changes its options as you use different Tools.
2. The Layers Studio is located in the middle-right side of the screen under the Colors Studio.
3. The Colors Studio menu icon is located to the right of the Colors Tab and is represented by four parallel lines.
4. When you click on the Adjustment icon, the layer affected is the active layer (or the Layer highlighted in blue).
5. The most-used Persona in Designer is the Draw Persona.

Finished. This ends this lesson.